

CRTW-0004

PATENT

66. The method as recited in claim 64 further comprising aggregating invoked predefined rule breaking opportunities and associating bill amounts to each of the opportunities to generate an accounting.

*Cont'd*  
*63*  
*C1* 66. The method as recited in claim 66, further comprising displaying the accounting in real-time as the computer game is being played.

*63*  
*68* 68. A computer-readable medium having computer readable instructions to instruct a computer to perform the steps recited in Claim 63.

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REMARKS

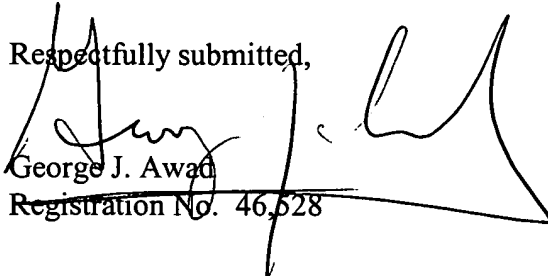
Claims 1-46 have been cancelled. Claims 47-68 are newly added claims. Applicant respectfully requests a favorable examination of Claims 47-68 and an early Notice of Allowance.

**CRTW-0004**

**PATENT**

Attached hereto is a marked-up version of the changes made to the specification and claims by the current amendment. The attached page is captioned "Version With Markings To Show Changes Made."

Respectfully submitted,

  
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Date: *October 5, 2002*

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## VERSION WITH MARKINGS TO SHOW CHANGES MADE

**In the Specification:**

Please amend the TITLE of the application as follows:

“SYSTEM AND METHODS FOR OBTAINING ADVANTAGES AND TRANSACTING THE SAME IN A COMPUTER GAMING ENVIRONMENT”

**In the Claims:**

Please amend ADD the following NEW claims:

47. (New) In a computer-based gaming environment wherein a game having predefined rules is played via a computer, a method allowing at least one of the predefined rules to be circumvented through the execution of a transaction, wherein the transaction entails the exchange of consideration, comprising:

integrating within the gaming environment a mechanism to circumvent at least one of the predefined rules of the computer game through the execution of a transaction, wherein the integrating step entails operating the mechanism to circumvent the predefined rules while the game is being played; and

executing the transactions occurring when at least one of the predefined rules is circumvented.

48. (New) The method as recited in claim 47, further comprising:

executing the mechanism to circumvent at least one of the predefined computer game rules

to generate at least one executed transaction; and  
tracking the executed transactions.

49. (New) The method as recited in claim 48, wherein the step of executing the mechanism comprises the steps of:

offering to a user the ability to circumvent at least one of the predefined computer game rules; and

upon receiving an indication of accepting the offer, activating the ability such that the at least one of the predefined game rules is circumvented.

50. (New) The method as recited in claim 49, wherein the step of tracking the executed transactions comprises the steps of:

tallying the number of executed transactions; and

storing the number of executed transactions.

51. (New) The method as recited in claim 50, wherein the step of tallying the number of executed transactions comprises the steps of:

identifying a computer game session for which transactions are being executed; and

associating the number of executed transactions to the identified computer game session.

52. (New) The method as recited in claim 51, further comprising:

associating bill amounts for each of the offers to circumvent at least one of the predefined rules;

aggregating the bill amounts based on the tallied executed transactions.

53. (New) A computer-readable medium having computer readable instructions to instruct a computer to perform the steps of claim 47.

54. (New) A computer-readable medium having computer readable instructions to instruct a computer to perform the steps of claim 52.

55. (New) In a computer game, a module allowing the pre-defined rules of the computer game to be circumvented as part of a transaction, wherein the transaction entails the exchange of consideration, comprising:

an integration object, the integration object providing seamless integration between the module and the computer game; and

a transaction object, the transaction object having at least one instruction to instruct the computer game to offer at least one predefined rule breaking operation, the at least one predefined rule breaking operation allowing predefined rules of the computer game to be circumvented and wherein the transaction object further comprises at least one instruction to transact instances when the predefined rule breaking operation is invoked.

56. (New) The module as recited in claim 55, further comprising a communication object, the communication object having at least one instruction to instruct the computer game to communicate information representative of invoked predefined rule breaking operations to a cooperating computing environment.

57. (New) The module as recited in claim 56, wherein the communication of the invoked predefined rule breaking operation information is communicated over a communications network.

58. (New) The module as recited in claim 57, wherein the communication network comprising any of fixed wire and/or wireless LAN, fixed wire and/or wireless WAN, fixed wire and/or wireless intranet, fixed wire and/or wireless extranet, fixed wire and/or wireless peer-to-peer network, and the fixed wire and/or wireless Internet.

59. (New) The module as recited in claim 55, further comprising an accounting object, the accounting object keeping a running tally of invoked predefined rule breaking operations, associating bill amounts to each of the invoked rule breaking operations, aggregating the bill amounts for the invoked predefined rule breaking operations.

60. (New) The module as recited in claim 59, further comprising at least one instruction to instruct the computer game to communicate the aggregated bill amounts to a cooperating computing environment and/or to a display device.

61. (New) The module as recited in claim 59, wherein the bill amounts are aggregated on a computer game session basis.

62. (New) The module as recited in claim 61, wherein the bill amounts are aggregated on a user basis.

63. (New) In a computer game having predefined rules, a method to allow the breaking of the predefined rule breaking operations through a transaction, wherein the transaction entails the exchange of consideration, comprising:

identifying predefined rule breaking opportunities in the computer game;

integrating in the computer game operations that allow the breaking of predefined rules, wherein the integrating step entails offering the operations as the computer game is being played;  
and

transacting instances where the predefined rules are broken when the computer game is played.

64. (New) The method as recited in claim 63, further comprising associating a bill amount for each predefined rule breaking opportunity and accounting for predefined rule breaking transactions.

65. (New) The method as recited in claim 64, further comprising communicating the accounting

of predefined rule-breaking transactions to a cooperating computing environment for storage and display.

66. (New) The method as recited in claim 64 further comprising aggregating invoked predefined rule breaking opportunities and associating bill amounts to each of the opportunities to generate an accounting.

67. (New) The method as recited in claim 66, further comprising displaying the accounting in real-time as the computer game is being played.

68. (New) A computer-readable medium having computer readable instructions to instruct a computer to perform the steps recited in Claim 63.